NES-6C-USA

ZODA'S REVENGE™

STAR TROPICS II®

INSTRUCTION BOOKLET

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Thank you for selecting the Nintendo Entertainment System® Zoda's Revenge™: StarTropics II® Game Pak.

Please read this instruction booklet thoroughly to ensure proper handling of your new game. Then save this booklet for future reference.

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Note: In the interest of product improvement, Nintendo Entertainment System specification and design are subject to change without notice.

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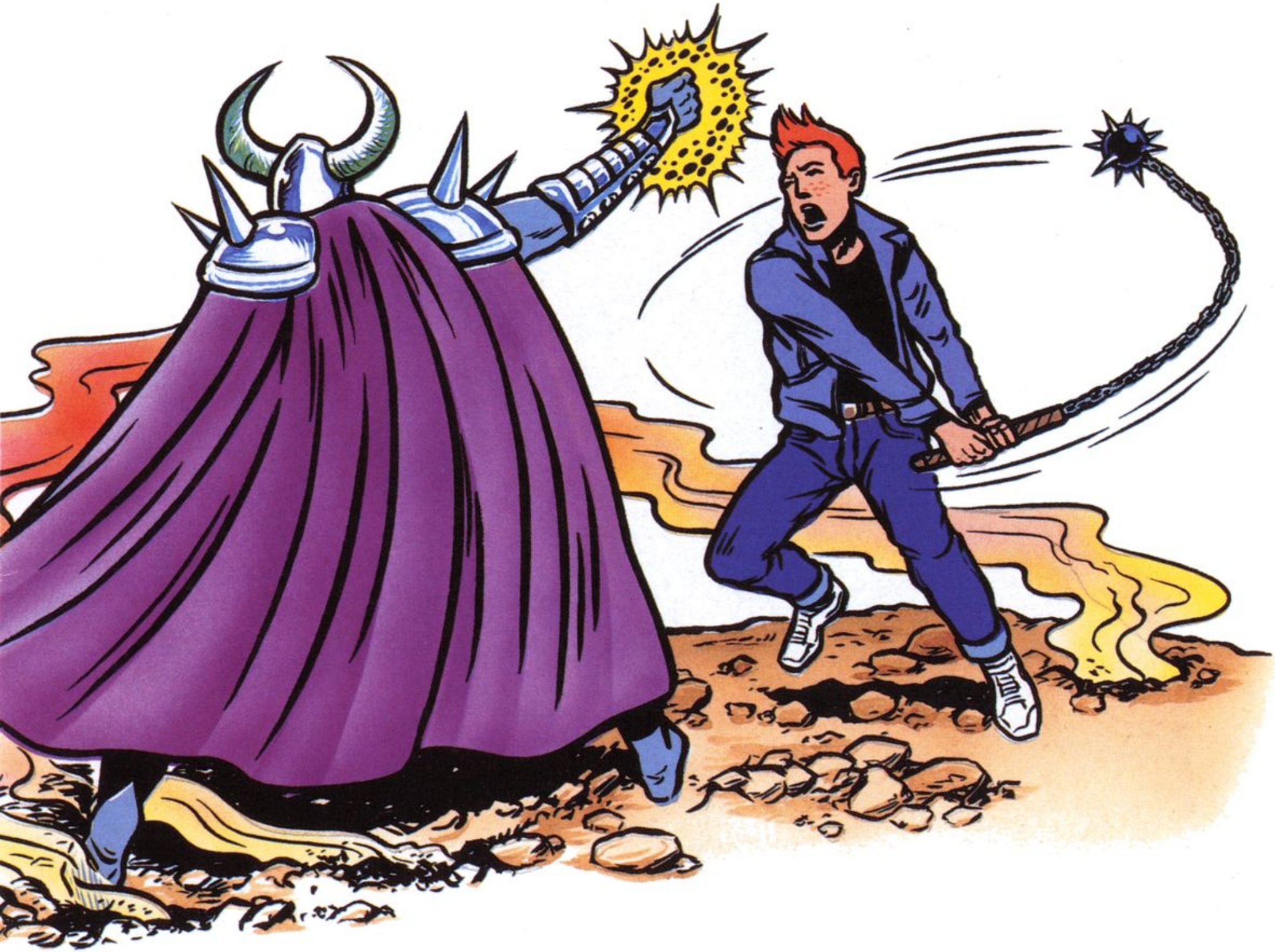
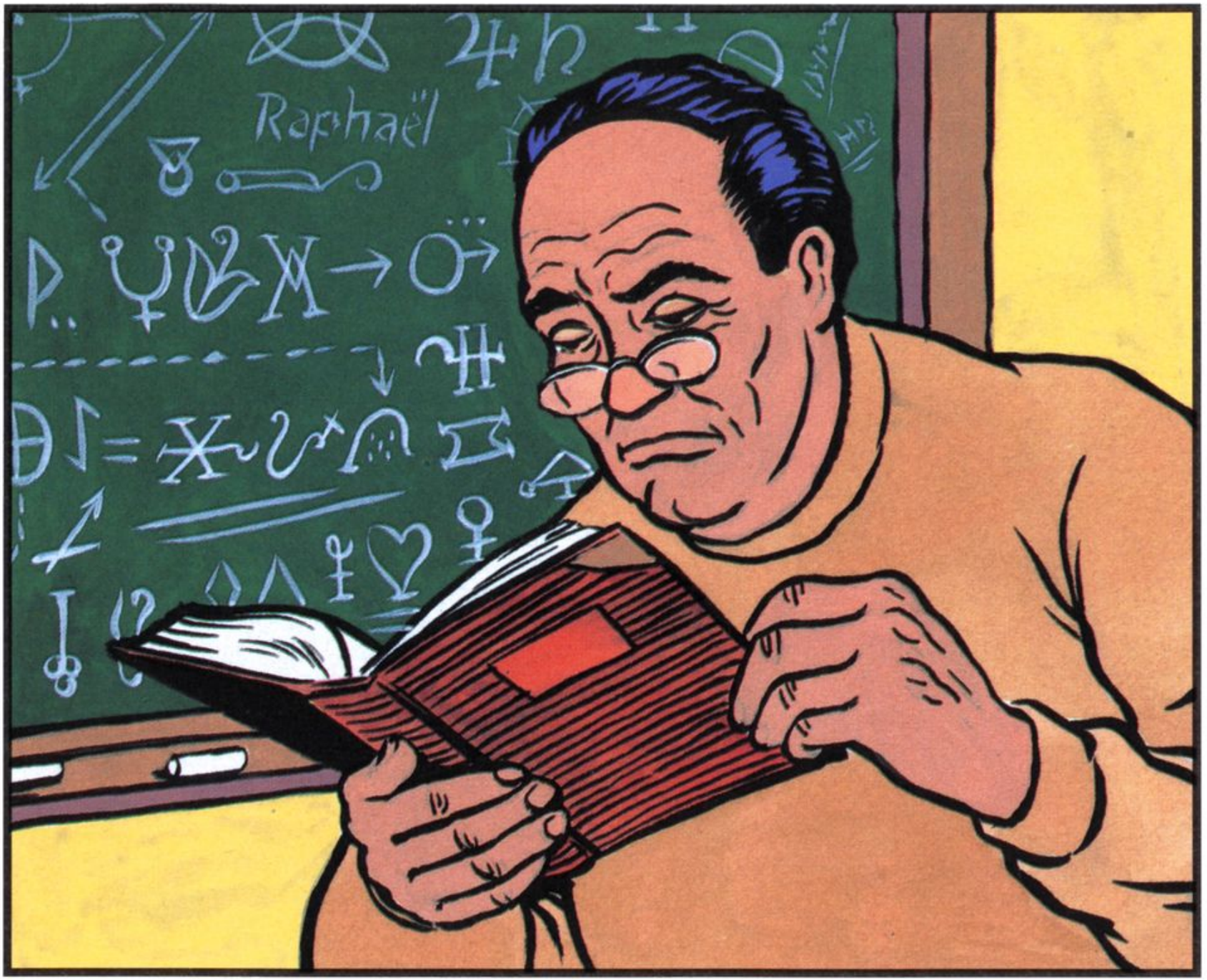
THE MYSTERY OF THE CIPHER

Not long ago, high school student and part-time adventurer Mike Jones journeyed to the South Seas and single-handedly put an end to the schemes of an evil alien named Zoda. He also managed to save his uncle, the famous archaeologist Dr. Steve Jones, and seven space children from Zoda's clutches.




Raphaël

ike has now returned to his home in Seattle where Dr. Jones is attempting to decipher a strange inscription that he found on the side of the space children's escape pod. The cipher was written by Hirocon, the leader of the planet Argonia. When Zoda's forces attacked Argonia, Hirocon sent the children away so that they could escape from the wrath of this powerful villain. If Dr. Jones can decipher the inscription, it may clue Mike in on how he can destroy the evil aliens once and for all.

Dr. Jones believes that the answer to the puzzle lies somewhere in The Oxford Wonder World, a book that he received some time ago from a very wise old man. It includes stories of cavemen, Cleopatra, Leonardo da Vinci and many other people of the past. If Dr. Jones can uncover the mystery of the inscription, he might be able to find a connection between the stories in the book and the plight of the Argonians.

Cavemen
Cleopatra
Leonardo Da
1452-1519

HOW TO START THE GAME

Press the START Button at the Title Screen to enter the Menu Screen.

Menu Screen

NAMING YOUR CHARACTER

You must register your name before you can embark on your journey.

- At the Menu Screen, use the SELECT Button to move the cursor to the REGISTER YOUR NAME Selection, then press the START Button to enter the Register Screen.
- Use the CONTROL PAD to highlight letters and press the A Button to choose the letters as part of your name.
- Use the SELECT Button to move the cursor to the END Selection, then press the START Button to return to the Menu Screen.

Register Screen

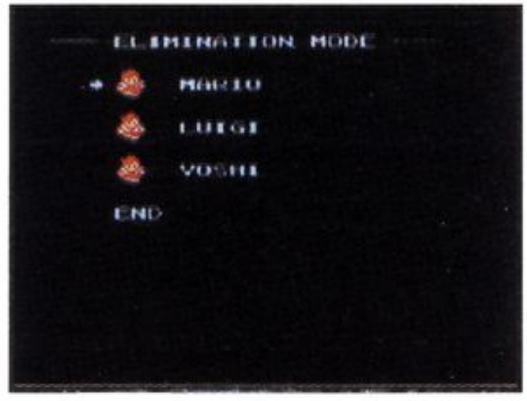
STARTING THE GAME

At the Menu Screen, use the SELECT Button to move the cursor to the registered name that you want to use. Then press the START Button to go to the last place in the game where the data for that character was saved. If the character has not played before, you will go to the beginning of the game.

Menu Screen

ERASING AN OLD CHARACTER

- At the Menu Screen, use the SELECT Button to move the cursor to the ELIMINATION MODE Selection, then press the START Button.
- At the Elimination Screen, use the SELECT Button to move the cursor to the character that you want to erase, then press the START Button.
- Use the SELECT Button to move the cursor to the END Selection, then press the START Button to return to the Menu Screen.



Elimination Screen

REVIEWING A CHAPTER

You can return to any chapter that you have already completed by using the Review Mode.

- At the Menu Screen, use the SELECT Button to move the cursor to the REVIEW MODE Selection, then press the START Button.
- At the Review Screen, use the SELECT Button to move the cursor to name of the character whose progress you wish to review.
- Press Up or Down on the CONTROL PAD to change the character's chapter number, then press the START Button to go to the selected chapter.

Review Screen

The Review Mode does not affect the game data that you have previously saved.

QUITTING THE GAME

Your game data is saved automatically after every major accomplishment. If you want to quit, you can turn the power off or reset at any time, except when the following message is displayed on the screen:

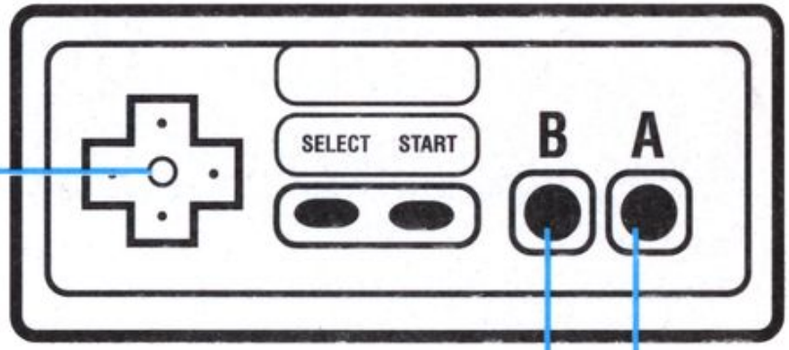
NOW SAVING YOUR DATA...REFRAIN FROM TURNING POWER OFF OR RESETTING!

A battery is used to retain your game data for five years. However, depending on the conditions under which the Game Pak is kept (exposure to high temperature, etc...) the life of the battery may be shortened.

HOW TO PLAY THE GAME

There are two types of game play in Zoda's Revenge: StarTropics II. They are Travel Stages and Battle Stages. In Travel Stages, you will talk to people, gather clues and explore large areas. Battle Stages take place inside tunnels, caves and buildings. You will spend most of your Battle Stage time running, jumping and attacking enemies.

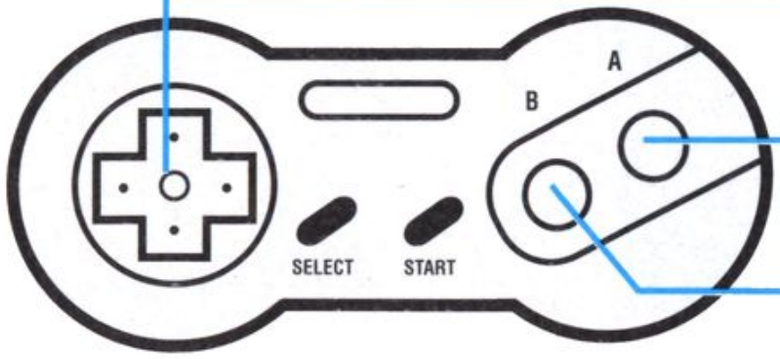
TRAVEL STAGE CONTROLS



Move Your Character

Check Your Status

Talk to Other Characters



Move Your Character

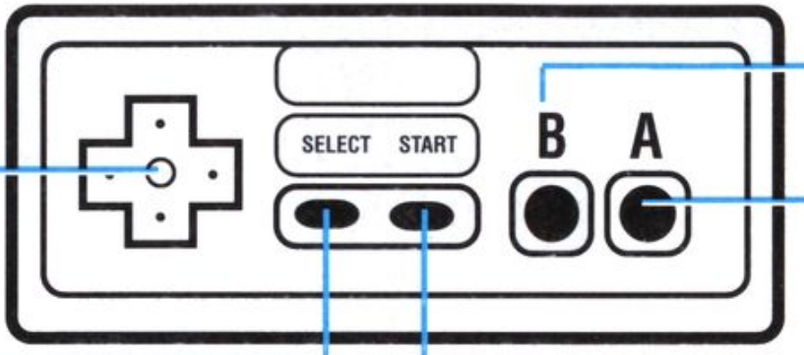
Talk to Other Characters

Check Your Status

Controls are the same using the new version of the NES Controller.

Travel Stage

BATTLE STAGE CONTROLS



Move Your Character

Choose Another Weapon

Attack

Jump

Pause/Resume

Energy

Lives Remaining

Stars

Medicine

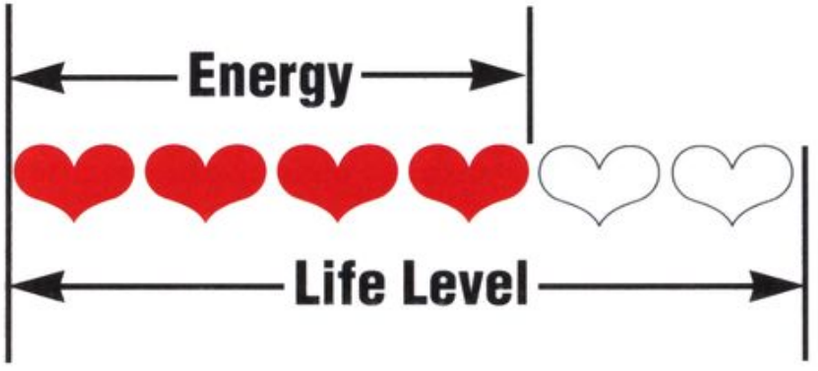
Weapons

Battle Stage

SELECTING WEAPONS AND MAGIC ITEMS

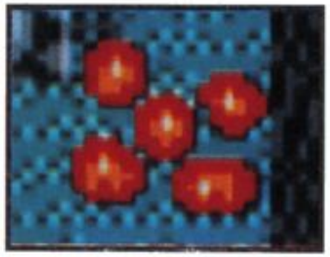
Press the START Button to pause the game. Then choose a weapon by pressing Left or Right on the CONTROL PAD or press Up or Down on the CONTROL PAD to see the magic items that you have accumulated. If you want to use a magic item, use the CONTROL PAD to highlight the item, then press the A Button or B Button to use it.

Hearts Give Energy

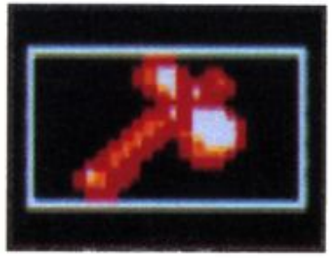


The line of hearts at the bottom of the screen indicates your character's remaining energy. If all of the hearts are empty, your character will lose a life.

WEAPONS

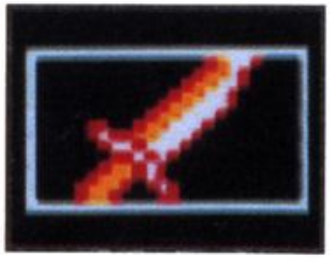


Rocks

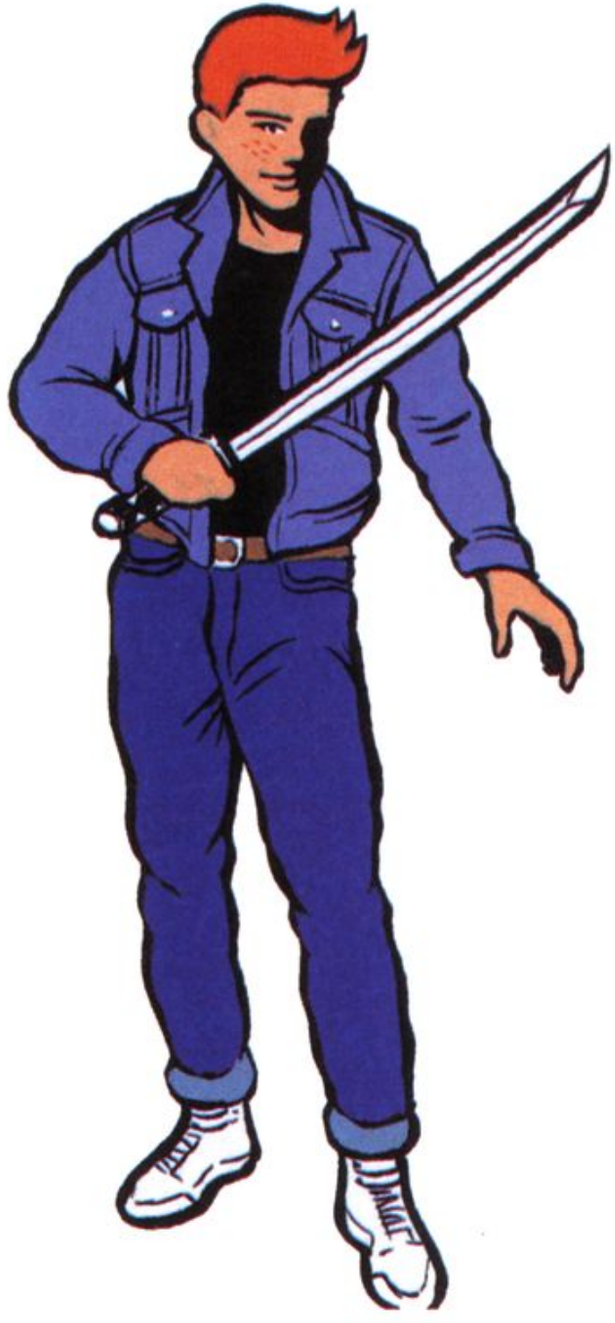


Tink's Axe

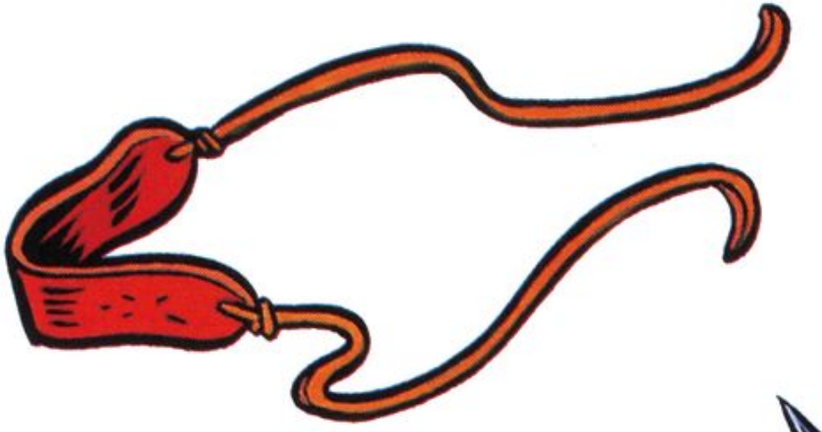
Dagger

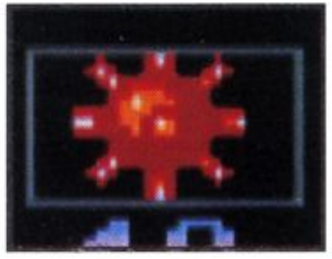


Katana



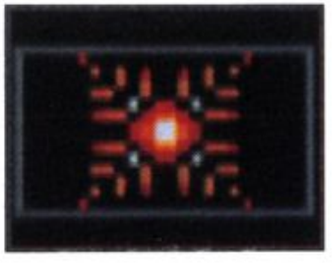
Slingshot





3-Way Shot

Spike Disc



Psychic Shock Wave

This power of the mind gets stronger as you progress.

SPECIAL ITEMS

Flute

Try Your
Luck Sign

Dynamite

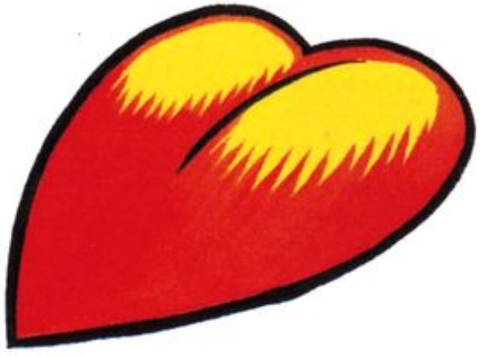
Small Heart
Restores some of your energy

Star

Collect five to restore some energy

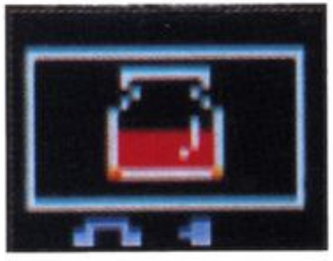
Big Star

Makes Mike temporarily invincible



Big Heart

Extends your energy capacity



Medicine

Restores five Small Hearts worth of energy

Yum-Yum

Wild Boar

Snowman

Bear

Scorpion

Yum Yum

Scorpion

Bandit

Skull Bug

Mummies–
Mini and Max

Cobra

Monster Mask

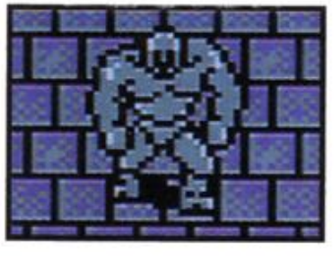
Bandit

Mini Mummy

Monster Mask

Golden Child

Mashing Miner



Muscle Man

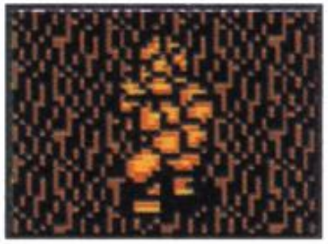
Zodasaur

Sorcerer

Mashing Miner

Zodasaur

Knight Rider



Rocker

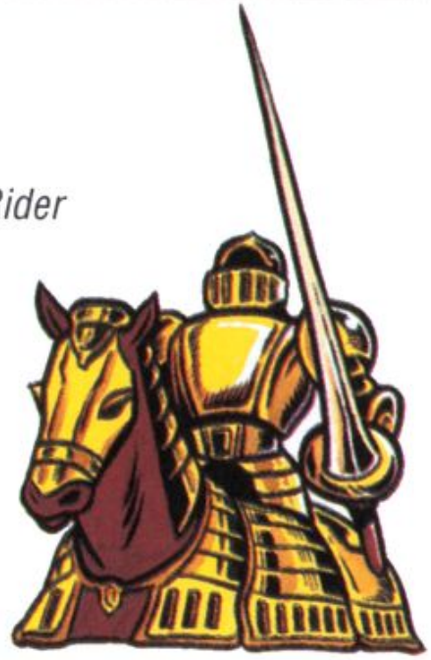
Dragon

Silver Knight

Zoda

Dragon

Knight Rider



Zoda

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